http://videogamesbyben.com/portfolio/harry-potter-and-the-chamber-of-secrets/ Go
1 capture
24 Aug 2018
JUL AUG SEP
24
2017 2018 2019
About this capture

# Portfolio of Ben Coleman

Senior Game and Level Designer

**CURRENT POSITION**

Lead Game Designer at Holospark



# HARRY POTTER AND THE CHAMBER OF SECRETS

## Platform: PC

## Role: Level Designer

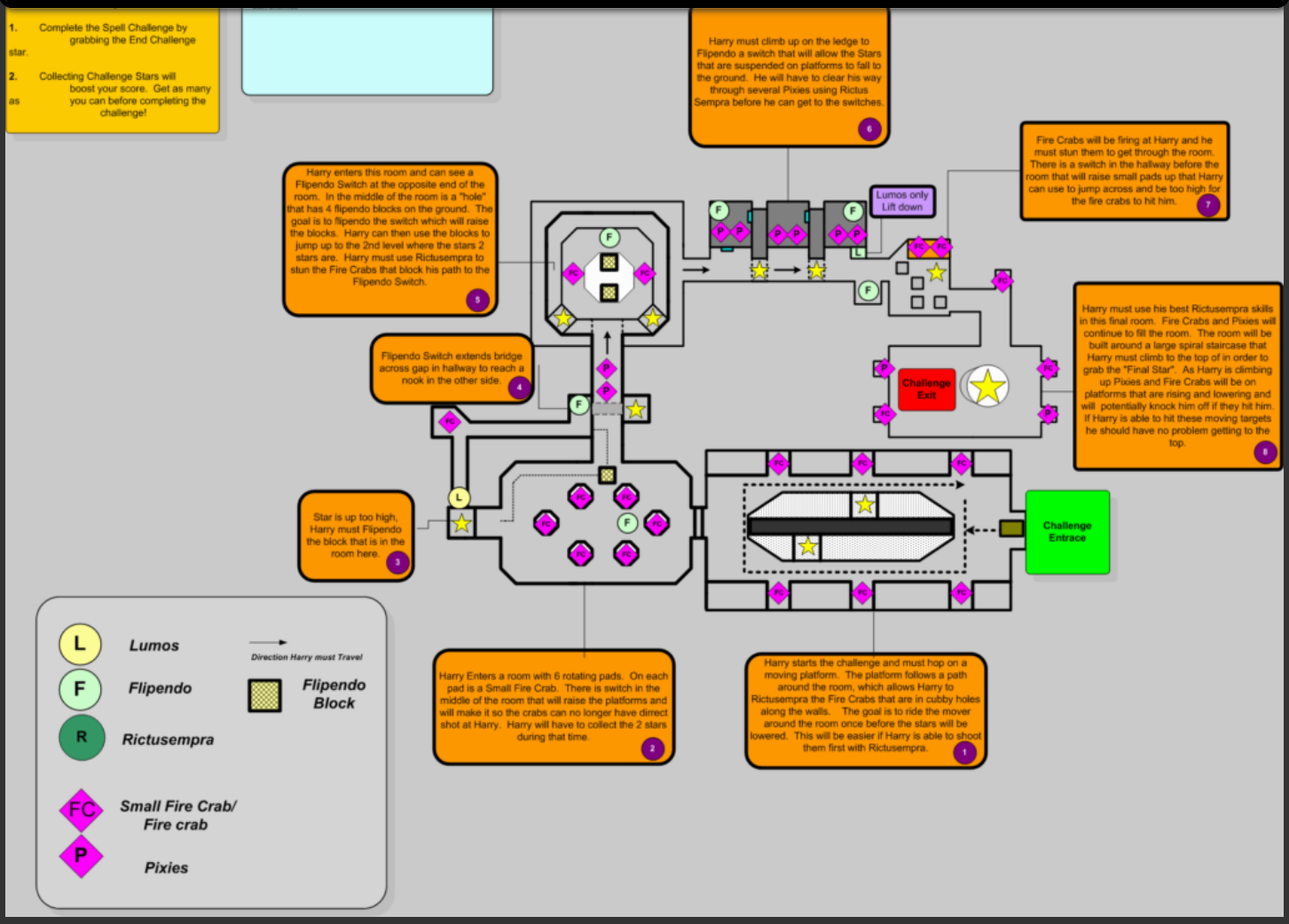
## Responsibilities:

- developing low level game mechanics, creature design, level layout, puzzle design, and level construction.

## Levels:

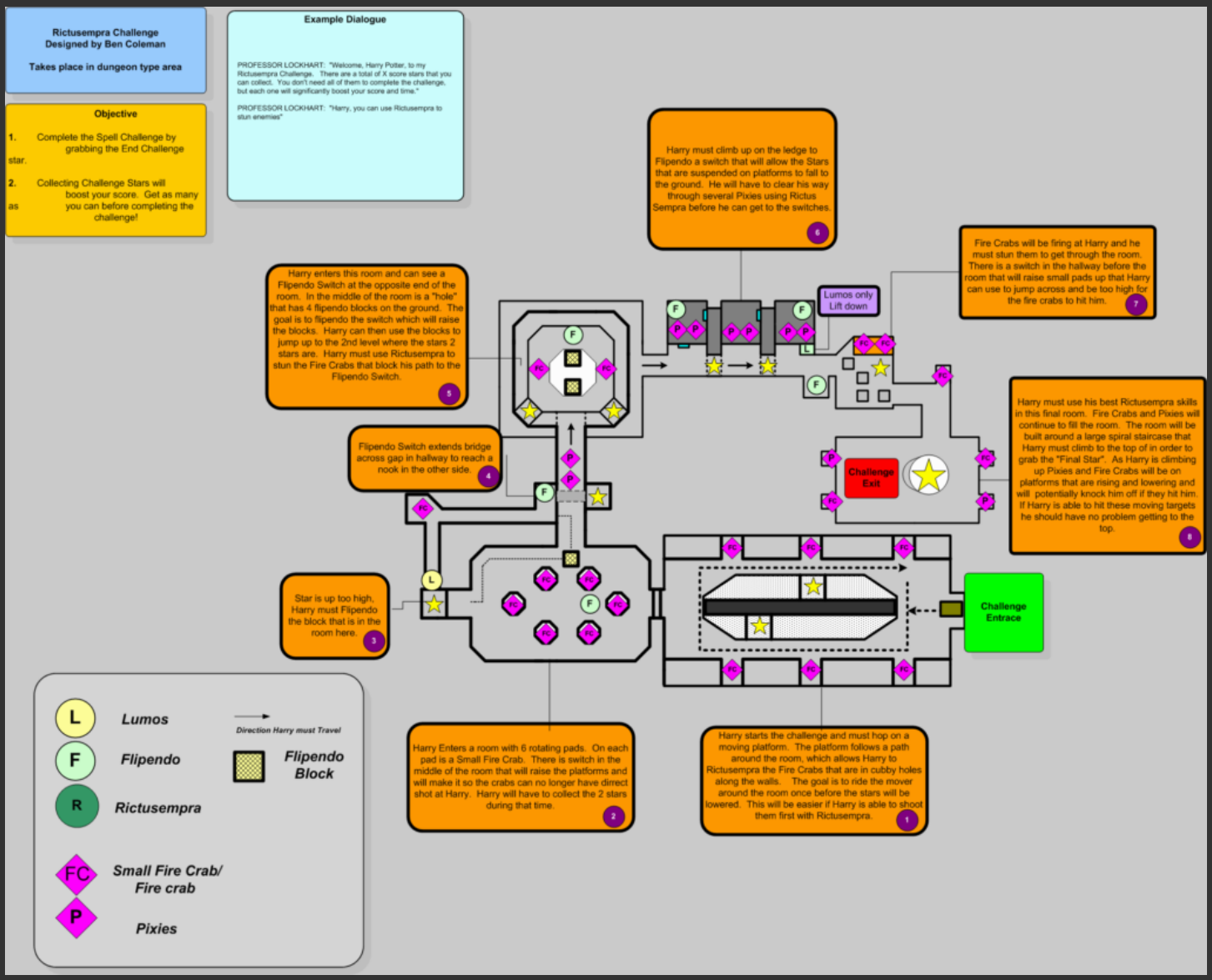
- “Rictusempra Challenge”

http://videogamesbyben.com/portfolio/harry-potter-and-the-chamber-of-secrets/ Go
JUL AUG SEP
1 capture
24 Aug 2018
2017 2018 2019
About this capture


1. Complete the Spell Challenge by grabbing the End Challenge star.
2. Collecting Challenge Stars will boost your score. Get as many as you can before completing the challenge!
Harry must climb up on the ledge to Flipendo a switch that will allow the Stars that are suspended on platforms to fall to the ground. He will have to clear his way through several Pixies using Rictus Sempra before he can get to the switches.
Fire Crabs will be firing at Harry and he must stun them to get through the room. There is a switch in the hallway before the room that will raise small pads up that Harry can use to jump across and be too high for the fire crabs to hit him.
Harry enters this room and can see a Flipendo Switch at the opposite end of the room. In the middle of the room is a "hole" that has 4 flipendo blocks on the ground. The goal is to flipendo the switch which will raise the blocks. Harry can then use the blocks to jump up to the 2nd level where the stars 2 stars are. Harry must use Rictusempra to stun the Fire Crabs that block his path to the Flipendo Switch.
Lumos only Lift down
Flipendo Switch extends bridge across gap in hallway to reach a nook in the other side.
Challenge Exit
Harry must use his best Rictusempra skills in this final room. Fire Crabs and Pixies will continue to fill the room. The room will be built around a large spiral staircase that Harry must climb to the top of in order to grab the "Final Star". As Harry is climbing up Pixies and Fire Crabs will be on platforms that are rising and lowering and will potentially knock him off if they hit him. If Harry is able to hit these moving targets he should have no problem getting to the top.
Star is up too high, Harry must Flipendo the block that is in the room here.
Challenge Entrace
Harry Enters a room with 6 rotating pads. On each pad is a Small Fire Crab. There is switch in the middle of the room that will raise the platforms and will make it so the crabs can no longer have direct shot at Harry. Harry will have to collect the 2 stars during that time.
Harry starts the challenge and must hop on a moving platform. The platform follows a path around the room, which allows Harry to Rictusempra the Fire Crabs that are in cubby holes along the walls. The goal is to ride the mover around the room once before the stars will be lowered. This will be easier if Harry is able to shoot them first with Rictusempra.
L Lumos
Direction Harry must Travel
F Flipendo
Flipendo Block
R Rictusempra
FC Small Fire Crab/ Fire crab
P Pixies

http://videogamesbyben.com/portfolio/harry-potter-and-the-chamber-of-secrets/ Go
JUL AUG SEP
1 capture
24 Aug 2018
2017 24 2018 2019
About this capture

- "Spongify"


Rictusempra Challenge
Designed by Ben Coleman
Takes place in dungeon type area
Objective
1. Complete the Spell Challenge by grabbing the End Challenge star.
2. Collecting Challenge Stars will boost your score. Get as many as you can before completing the challenge!
Example Dialogue
PROFESSOR LOCKHART: "Welcome, Harry Potter, to my Rictusempra Challenge. There are a total of X score stars that you can collect. You don't need all of them to complete the challenge, but each one will significantly boost your score and time."
PROFESSOR LOCKHART: "Harry, you can use Rictusempra to stun enemies"
Harry must climb up on the ledge to Flipendo a switch that will allow the Stars that are suspended on platforms to fall to the ground. He will have to clear his way through several Pixies using Rictus Sempra before he can get to the switches. 6
Fire Crabs will be firing at Harry and he must stun them to get through the room. There is a switch in the hallway before the room that will raise small pads up that Harry can use to jump across and be too high for the fire crabs to hit him. 7
Lumos only Lift down
Harry enters this room and can see a Flipendo Switch at the opposite end of the room. In the middle of the room is a "hole" that has 4 flipendo blocks on the ground. The goal is to flipendo the switch which will raise the blocks. Harry can then use the blocks to jump up to the 2nd level where the stars 2 stars are. Harry must use Rictusempra to stun the Fire Crabs that block his path to the Flipendo Switch. 5
Flipendo Switch extends bridge across gap in hallway to reach a nook in the other side. 4
Challenge Exit
Harry must use his best Rictusempra skills in this final room. Fire Crabs and Pixies will continue to fill the room. The room will be built around a large spiral staircase that Harry must climb to the top of in order to grab the "Final Star". As Harry is climbing up Pixies and Fire Crabs will be on platforms that are rising and lowering and will potentially knock him off if they hit him. If Harry is able to hit these moving targets he should have no problem getting to the top. 8
Star is up too high. Harry must Flipendo the block that is in the room here. 3
Challenge Entrace
Harry Enters a room with 6 rotating pads. On each pad is a Small Fire Crab. There is switch in the middle of the room that will raise the platforms and will make it so the crabs can no longer have direct shot at Harry. Harry will have to collect the 2 stars during that time. 2
Harry starts the challenge and must hop on a moving platform. The platform follows a path around the room, which allows Harry to Rictusempra the Fire Crabs that are in cubby holes along the walls. The goal is to ride the mover around the room once before the stars will be lowered. This will be easier if Harry is able to shoot them first with Rictusempra. 1
L Lumos
F Flipendo
R Rictusempra
FC Small Fire Crab/ Fire crab
P Pixies
Direction Harry must Travel
Flipendo Block

http://videogamesbyben.com/portfolio/harry-potter-and-the-chamber-of-secrets/ Go
JUL AUG SEP
1 capture
24 Aug 2018
2017 24 2018 2019
About this capture

Resume / Portfolio / About

Powered by Tempera & WordPress.